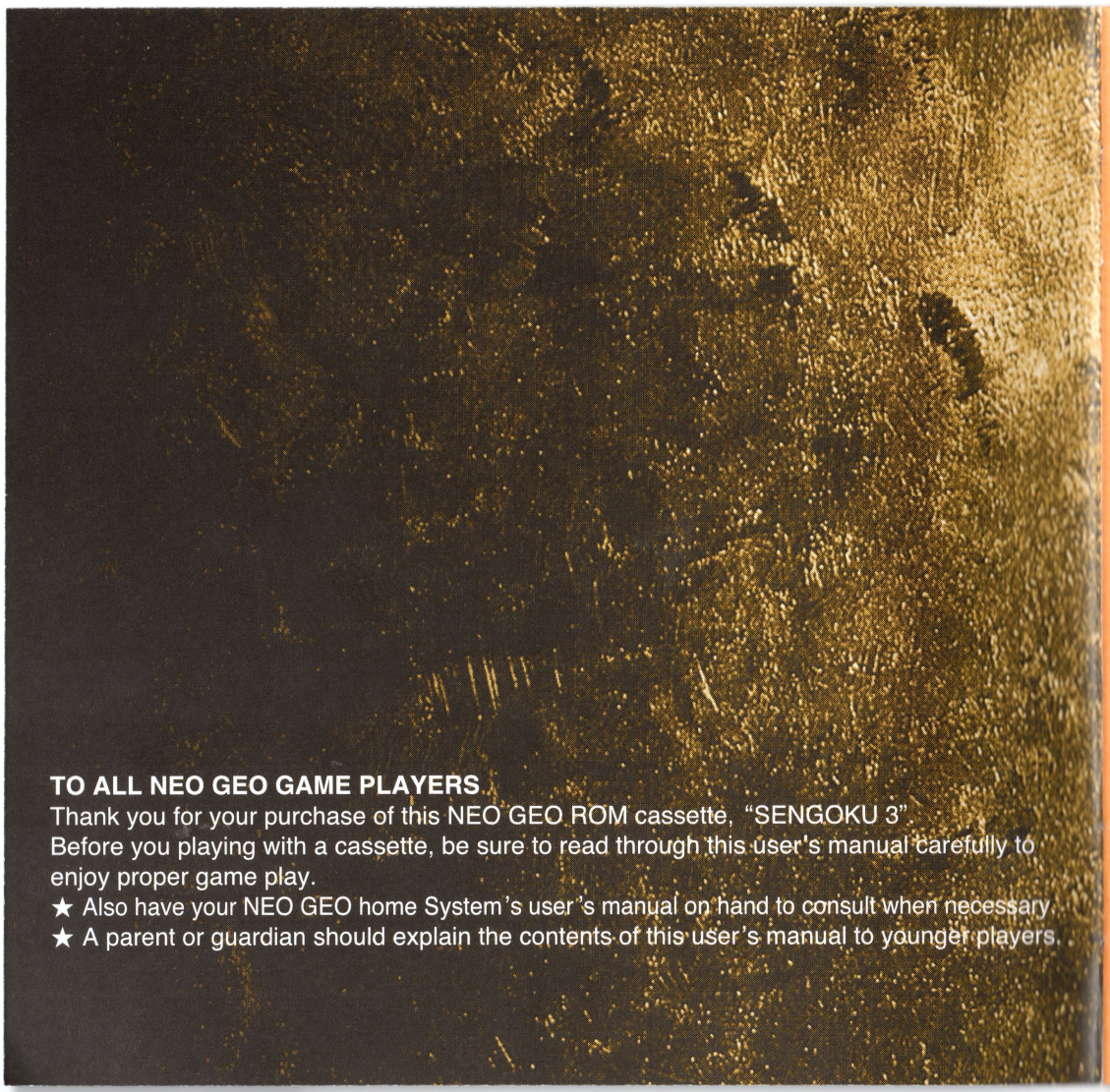
SNK

SENGOKU 3

TM

ROM
CARTRIDGE

©SNK2001
Developed by NOISE FACTORY



TO ALL NEO GEO GAME PLAYERS.

Thank you for your purchase of this NEO GEO ROM cassette, "SENGOKU 3".
Before you playing with a cassette, be sure to read through this user's manual carefully to enjoy proper game play.

★ Also have your NEO GEO home System's user's manual on hand to consult when necessary.
★ A parent or guardian should explain the contents of this user's manual to younger players.

WARNING

To get the most enjoyment out of this and other NEO GEO video games, we encourage you to follow the suggestions below.

●Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.
●Be sure to play video games in a bright environment at a healthy distance from the television screen.

[EPILEPSY WARNING]

Please read before playing the NEO GEO system

●The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician : involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

PROJECTION TELEVISION WARNING

Do not use a front or rear projection television with your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or NEO GEO CD / NEO GEO HOME SYSTEM games. Still pictures or images in video games, or placing a game on hold or pause, may cause permanent picture-tube damage. SNK and its licensees will not be liable for any damage to your projection television if you ignore this warning and use your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or games with your projection television.

AVERTISSEMENT

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDÉO

- Ne vous tenez pas trop prés de l'écran
- Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement
- Utilisez de préférence les jeux vidéo sur un écran de petite taille
- Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil
- Assurez-vous que vous jouez dans une pièce bien éclairée
- En cours d'utilisation,faites des pauses de dix à quinze minutes toutes les heures

[AVERTISSEMENT SUR L'EPILEPSIE]

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

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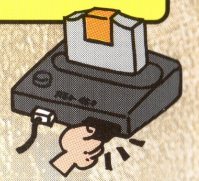
MEMORY CARD-BACKUP



With a NEO GEO Memory Card (sold separately), you can easily return to where you left off during a game. Securely insert the memory card into the console's memory card slot and follow the procedures below to save and load game data.

■TO LOAD (Retrieving Data)

If the NEO GEO Memory Card is inserted correctly, the "LOAD DATA" screen will appear. Use the joystick to select "YES" and push Button A to resume play where you left off.

■TO SAVE (Recording Data)

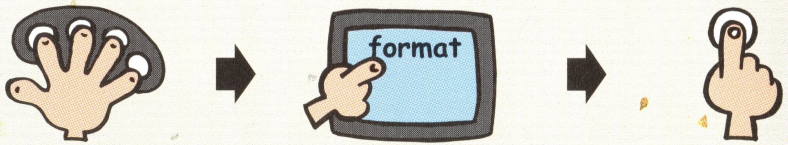
If the NEO GEO Memory Card is inserted correctly, after a game has ended, the "SAVE DATA" screen will appear. Use the joystick to select "YES" and push Button A to save data at the point where you finished. (With certain software data is saved automatically during play.)

※As a rule, you cannot save data for a game more than once. Consequently, when saving data for a game on a memory card, be aware that previous data for the same game will be erased automatically.

■FORMATTING CARDS

Newly purchased NEO GEO Memory Cards are not formatted. Before using a new card, follow the procedures below to format it.

①Correctly insert a NEO GEO game cassette and memory card into the console.



②While holding down all the buttons (A to D) on the Player 1 controller, push the RESET button on the Home System console.

③When the "MEMORY CARD UTILITY MENU" appears on the screen, select "FORMAT" and follow the on-screen instructions.

④Press Button A when for matting is completed.

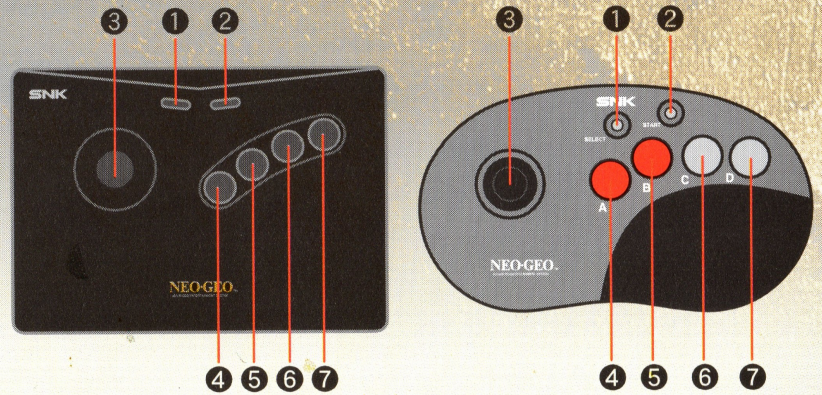
NOTES ON USING MEMORY CARDS

- A NEO GEO game cartridge must be inserted into the console to save and load data on the memory card.
- While loading and saving data, under no circumstances should you either remove the memory card and game cartridge or turn the console off.
- Insert the memory card into the slot with its arrow mark facing upward.
- The memory card is sold separately. Make sure you purchase and use only NEO GEO Memory Cards with the NEO GEO Home System.

NOTES ON USING CARTRIDGES

- This cartridge is for use only with the NEO GEO Home System.
- Turn the machine off before inserting or removing the game cartridge.
- Because this cartridge is a high-precision device, do not expose it to extreme temperatures or severe shock. Never attempt to take this cartridge apart as it may damage sensitive components within.
- Do not touch the cartridge's connector or get it wet.
- Do not clean the cartridge with cleaners such as thinner, benzine, or alcohol.
- When not in use, unplug the console's AC adapter from the outlet.
- Do not connect the NEO GEO Home System to a screen-projection TV. It may cause image burn-in on the screen.

MOVEMENT COMMANDS



❶ **SELECT BUTTON** : Pauses game play(Push again to resume play)
❷ **START BUTTON** : Starts game play/Starts Burst-In play / Continues game play
❸ **JOYSTICK** : Moves characters (DASH : ←←or →→ Tap Lever Twice / Selects mode and Items
❹ **A BUTTON** : Weapon Attack / Determines Selections
❺ **B BUTTON** : Barehanded Blast / Cancel the Selections
❻ **C BUTTON** : Jump
❼ **D BUTTON** : Projectile Toss(On condition you got items)

SPECIAL COMMANDS

DASH SLASH : Joystick ←←or →→ +A (Use this to knock enemy to the floor.)
DASH ATTACK : Joystick ←←or →→ +B (Launch your enemy into the air.)
DASH JUMP : Joystick ←←or →→ +C (Gives you a further-ranged flight than normal jumps.)
BODY TOSS : Near an enemy ,and push the A (or B) button. Move the joystick right or left to determine your enemy's flight path.
CONVERSION ARTS : A+B+C buttons pressed simultaneously. The player turns temporarily invulnerable and demolishes all enemies in the vicinity, but it loose your life gauge.

GAME SCREEN

❶ **LIFE GAUGE**: Displays the remaining life energy of the player character.
❷ **REMAINING LIVES**: Indicates the remaining lives for the player character.
❸ **REMAINING TIME**: Displays the remaining time of the limit to clear this stage.
❹ **NINJA (SHINOBI) GAUGE**: Increases whenever your attacks strike enemy characters. When this gauge appears on the screen, you can use the "Ninja Arts." (The gauge decreases, however, when a Ninja Art is used)
❺ **NINJA (SHINOBI) SIGNAL**: The Ninja Signal appears when the Ninja Gauge rises to MAX. When this signal is lighted, you player can use the "Ultimate Ninja Arts."
❻ **COMBO GAUGE**: This gauge increases when you attack an enemy, and decreases after a certain period of time elapses. Hitting enemies with subsequent attacks while this gauge appears (increasing and decreasing) increases your combo score. You can temporarily increase your attack strength by linking various moves together until this gauge reaches MAX.

OPTION ITEMS

When you push the Start Button on the controller while the Title Screen is displayed, the **"GAME START"** and **"OPTION"** messages will be displayed. If you want to begin the game using initial game settings, select **"GAME START"**. If you want to change the initial game settings, choose **"OPTION"** and push the A Button.

[OPTION SELECTIONS]

LEVEL: Lets you change the game difficulty settings to one of eight levels, with 1 being the easiest and 8 the most difficult.

HERO: Lets you change the amount of lives for your character.

WALLPAPER: Lets you change the Option Screen's background picture.

HOW TO PLAY: Lets you see various demo screens to learn character moves.

RANKING: Lets you see current player rankings.

QUIT: Lets you leave the Option Screen and return to the Title screen.

NINJA ARTS

Each character comes with 2 types of Ninja Arts (only Kagetsura and Kongoh have 3) and an Ultimate Ninja Art that greatly damages all enemies on the screen. The same commands apply to all characters.

1P
STORE UP THE NINJA POWER GUAGE ENERGY!
INCREASES BY EACH HITS OF YOUV ATTACK
NINJA ART 1
NINJA ART 2
NINJA ART 3
WHILE GRAB ONTO YOUR FOR
AVAILABLE ONLY FOR KAGETURA OR KONGOH
ULTIMATE NINJA ART
IF YOU COULD FIND THE MARK

KAGETSURA

Since childhood, Kagetsura has been trained to become the Ninja leader. He is a well-balanced fighter who has mastered swordsmanship, physical agility, and the Ninja Arts. He is master of the Ninja Arts of Shock, such as the dynamic and powerful "Lightning Flash Attack" wherein Kagetsura shoots blue-white sparks from his body and plows into the enemy.

NINJA ART 1: Slicing Beam of Destruction
NINJA ART 2: Lightning Flash Attack
NINJA ART 3: Shrike Drop
ULTIMATE NINJA ART: Flying Serpent Shock

FALCON

Once a Spanish navigator, Falcon was rescued by a certain Ninja when his ship sank and he washed up on the shores of Japan. Subsequently, he received the rigorous instruction of his savior and entered the way of the Ninja. Falcon commands the Ninja Arts of Fire, such as the "Flight of the Phoenix" in which his spirit flows from his body and transforms into flame to toast his enemies.

NINJA ART 1: Devouring Flame
NINJA ART 2: Flight of the Phoenix
ULTIMATE NINJA ART: Phoenix's Flaming Mist

KONGOH

Born into a family that serves the Ninja leader, Kongoh's Herculean strength enables him to easily wield an iron staff that the average Taro wouldn't dream of lifting. His "Satanic Stallion Slam" body toss, which makes the most of Kongoh's power, is truly a deadly move.

NINJA ART 1: Kongoh Driver
NINJA ART 2: Whirling Club of Fortune
NINJA ART 3: Satanic Stallion Slam
ULTIMATE NINJA ART: Upheaval of Creation

KURENAI

In addition to being Kagetsura's childhood playmate, Kurenai was also betrothed to Kagetsura in an arranged marriage agreement (she didn't go along with it). Skilled in her own originally devised "Double-Blade Arts", Kurenai's "Doppelganger Divider", a product of her supreme agility, can annihilate all enemies within her periphery.

NINJA ART 1: Kurenai's Slicing Blade
NINJA ART 2: Doppelganger Divider
ULTIMATE NINJA ART: Wind of Autumnal Tints

BYAKKI

Byakki once devoted himself to the mastery of Ninja Arts as Kagetsura's elder disciple, but was banished from the clan because he attempted to master the forbidden "Ninja Arts of Darkness." Now he wanders the countryside, endeavoring to create his unique combat repertoire of Evil.

NINJA ART 1: Summoning of the Evil Talons
NINJA ART 2: Summoning of the Evil Shadow
ULTIMATE NINJA ART: Summoning of the Evil Gods

OKUNI

Okuni was a leader of courtesans who set foot in the "Magic Realm" to create a completely new form of dance that the world had never seen. Her alluring dance is capable of throwing those around her in raptures, then killing them.

NINJA ART 1: Fan Fandango
NINJA ART 2: Hurricane Habanera
ULTIMATE NINJA ART: Cherry Blossom Bolero

WEAPON ITEMS

Ninja Dirks

These are not very powerful, but they are suitable for picking off enemies at long distances.

Daggers

Although less powerful than Ninja Dirks, they can cause damage when they pierce enemies.

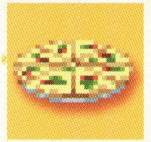
Bombs

Wraps your enemies in flame and fricassees them.

RESTORATION ITEMS

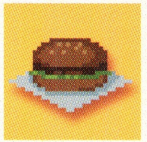
Rice Ball

For hundreds of years, this has been the popular mobile munchy of the Japanese people. It adds a little amount of energy to your life meter.



Pizza

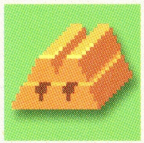
Rivaling pasta in popularity among the Italians, this dish may be cold, but it sure puts power in your life gauge.



Hamburger

The symbolic staple of deflation-era Japan. Unlike the prices of the popular hamburger place there, the restorative power of these burgers is not cut in half on weekdays.

SCORE ITEMS



Gold Ingot

A 99% pure gold ingot that has immutable value in any country and in any age.

NGP

To phrase it courageously, this is a portable game that I'm not boy.

MEMO

AVISO

Para que pueda disfrutar mas de este y otros video juegos - NEO·GEO, recomendamos a que sigan las siguientes sugerencias.

●Asegúrese de tomar un descanso por lo menos una vez cada hora. Cuando este muy cansado u enfermo, es mejor que no juegue hasta que se recupere.

●Asegúrese de jugar en un lugar bien iluminado y a una buena distancia del monitor del televisor.

[AVISO DE EPILEPSIA]

POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA NEO·GEO

La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, por favor de consultar con su médico antes de jugar video juegos. Individuos que nunca antes han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes sintomas mientras juega video juegos, consulte con su médico ; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.

WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEO-GEO-Videospielen zu erlangen,möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!

●Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospieles abzusehen, bis Ihr Körper sich regeneriert hat!

●Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum TV-Bildschirm spielen!

[EPILEPSIE - WARNUNG]

Bitte lesen Sie dies bevor Sie mit dem NEO-GEO-System spielen!!

●Die geistige Wahrnehmung von gewissen blitzenden Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind, können betrachtet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen führen. Sollten Sie Epileptiker sein, konsultieren Sie bitte erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollten Sie irgendwelche der nachfolgenden Symtome während des Spielens mit Videospielen bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt : unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!

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NGH-2611
MADE IN JAPAN.

NEO GEO™

ADVANCED ENTERTAINMENT SYSTEM

http://www.neogeo.co.jp/

SNK